

CAPO Girls Softball – Spring 2023 Rec Season

10U Division Rules

GAME DURATION: A regulation game in the 10u division will be 6 complete innings, or as ended by time limit (below). If the game is tied at the end of six innings, or when the time limit has been reached, the game will end in a tie.

TIME LIMIT: Official time will be kept by the home plate umpire, or his designee. He /she will start the clock after the plate meeting. No new inning shall be started after 1 hour and 20 minutes (1 hour and 30 minutes is Drop Dead).

UMPIRES: All games will be played under the direction of the CAPO appointed umpire.

DUGOUTS: Only coaches/managers/team moms and team members are allowed in the dugouts during regulation play. All players **must** remain in the dugout unless on the field and **must** refrain from sitting in the stands during the game. Only water may be provided to girls once a game begins, food should be held until after the game.

COACHING: Coaches are only allowed to coach from the dugout or designated coach's box on the field during the game. Coaches are prohibited from coaching from the stands or behind the backstop.

UNIFORMS: All players are expected to present a neat appearance in uniform during the game. This includes, but is not limited to shirts being tucked in. Coaches should wear closed toed shoes for safety while on the field.

JEWELRY: Players are prohibited from wearing jewelry during games.

MINIMUM PLAYERS: No minimum player rules are in effect. If a team has less than 9 available players, that team has the option to request defensive players from the other team. The other team shall provide up to 3 defensive players to play outfield positions. These defensive substitutions shall be the last 3 batters from the prior inning (i.e., furthest away from hitting again).

Nine (9) defensive players will be allowed to take the field with six (6) standard infield positions, including catcher, and three (3) outfield positions. The outfielders must be positioned at least 10' beyond the base path until the ball is hit.

LATE ARRIVALS: Team members arriving after a game has begun shall be placed at the end of the batting order.

EARLY DEPARTURES: The opposing coach shall be notified if it is necessary for a team member to leave the game before it is completed. Said player's spot in the batting order will be skipped from that point on, with no penalty or "out" being assessed.

BATTING ORDER: All team members will be placed in the batting lineup and that order will remain fixed once presented to the opposing team/umpire. The batting order need not be arranged in conjunction with who starts the game defensively.

PLAYING TIME: No girl will sit out for a second inning until all other girls have been substituted for an entire defensive half. This applies per game only. **Every girl must play at least one complete inning in the infield per game by the 3rd inning.**

MERCY RULE: The mercy/run-ahead rule will be enforced when the opposing team is ahead by 12 after 3 innings, 10 after 4 innings or 8 after 5 innings.

PITCHING LIMITS: A pitcher may not pitch more than 3 innings in any one game. One pitch to a batter in an inning constitutes an inning.

INFIELD FLY RULE: The infield fly rule shall be in effect.

BASE RUNNING: In accordance with USA Softball rules, an OFFENSIVE player has the duty to avoid a collision with a defensive player attempting to field a ball or make a play on the runner. If a collision occurs, the offensive player shall be automatically ruled out.

In order to avoid any collision with a defensive player, runners may slow down, slide, change directions, and stop entirely or even run around a defensive player within 3 feet of the base path.

STEALING BASES: All bases including home plate may be stolen, including multiple bases per pitch. Home plate is open. Players may not lead off or attempt to steal a base until the ball leaves the pitcher's hand. If the runner leaves early, they will be declared "out" by the umpire.

DROPPED 3RD STRIKE: Dropped 3rd strike rule is in effect.

COURTESY RUNNERS: "Courtesy runners" will be allowed for the pitcher/catcher. In the event that a batter reaches bases, and cannot run due to injury, a substitute runner may be used. The courtesy/substitute runner must be the person who was the last recorded "out" for the team. If the player is removed from the game, the same rule shall apply to determine the substitute runner. Players removed from the game due to injury will have their spot in the batting order skipped, without penalty or an out being recorded.

SCORING LIMITS: There will be a maximum of 4 runs per team per inning through the first 3 innings. Unlimited runs will be allowed in innings 4 through 6.

SCOREKEEPER: Each Home team must supply an official scorekeeper to record the game in the team scorebook. Gamechanger may be used. Score by inning and pitching records will be kept.

FIELD PREP: CAPO is attempting to secure volunteer field prep crew but, if unavailable, the home team is responsible for field prep. Home team occupies the 3rd base dugout.

EQUIPMENT:

1. All equipment used shall be USA Softball approved.
2. USA Softball approved regulation 11" RIF-10 softballs will be the official game ball.
3. All players must have the proper equipment to take the field including cleats and glove.
4. Catchers must wear protective equipment including helmet, mask, chest protector and shin guards.
5. All batters, on-deck batters and runners will wear a batting helmet with a protective faceguard.
6. All bats used must be USA Softball approved bats.

BASEPATH AND PITCHING DISTANCE: The base path distance will be 60 feet. The pitching distance will be 35 feet.

10U Mid-Season Tournament Rules

Pool play:

The team at the top of the bracket or listed first will occupy the third base side unless it is already occupied by the team from the previous game. Home team will be determined by coin flip. Team occupying third base side is responsible for field prep.

Elimination play:

Home team is the higher seeded team from Pool play and will occupy third base dugout. If both teams are equally seeded, home team will be determined by a coin flip. Home team is responsible for field prep.

Tournament rules are the same as the regular season Capo rules with the following modifications:

Runs: Maximum 4 runs per inning for first 3 innings, unlimited for innings 4 and after

Pitching: Each pitcher may pitch 4 innings per game.

Pitching Circle Visits: A maximum of two (2) pitching circle visits per inning per pitcher, and (3) visits per game, the 3rd visit in any inning and the 4th per game will require the pitcher's removal.

PLAYING TIME: No girl will sit out for a second inning until all other girls have been substituted for an entire defensive half. This applies per game only. **Every girl must play at least one complete inning in the infield per game by the 3rd inning.**

EXCEPTION: The number of girls required to sit per team per game will max at difference in players of the opposing team if the opposing team has fewer players. For example, if Team A has 9 Players and Team B has 12 Players, Team B would only be required to sit a maximum of 3 different players, and would be allowed to sit the same players twice thereafter. This rule is to ensure the defensive players allowed to play/sit is fair in tournament play.

Pool Play Saturday:

No new after 1:30, drop dead at 1 hour and 40 minutes.

Games may end in tie. Play will be stopped at 1 hour and 40 minutes (Drop Dead). If, at this time, the home team is batting, and has gained a tie or is leading in the bottom of the incomplete inning, the game is ended. The score at the time play was stopped will be the final score. Otherwise, the final score will revert back to the last completed inning.

Seeding will be based on Wins/Loss Record

Ties will be broken by:

1. Head-to-head
2. Least Runs Allowed
3. Most Runs Scored
4. Coin toss Bracket/Elimination play: Game Duration:

No-new after 1:30, no drop-dead restrictions.

If the game is tied after 6 innings or is tied at the end of the last inning completed or ended due to the time restriction, whichever comes first, the game will continue under USA "tiebreaker" rules.

(Offensive team begins its turn at bat with the player who is scheduled to bat last in that inning being placed on 2nd base. After that team is out, the other team begins their "at bat" the same way.)

* Umpires will use their authority to keep the game moving and prevent tactics solely intended, in their judgement, to delay the game.

Championship game:

Game is 6 innings, no time restrictions, unless mercy rule applies. If the game is tied at the end of 6 innings, the game will continue under USA "tiebreaker" rules.

Other:

Mercy rule is in effect- 12 after 3 innings, 10 after 4 innings or 8 after 5 innings.

Courtesy runners OK for pitchers/catchers. Courtesy runners will be the last player to be put out. If 2 courtesy runners are used in the same inning, the runners will be 2 different girls.

Stealing- per Capo regular season rules.

ADDITIONAL RULES OF PLAY

All games shall comply with the rules set forth by the USA Softball as well as the rules set forth herein. If there is a discrepancy between an USA Softball rule and a CGS rule set forth in this document, the CGS rule will prevail.

DUGOUTS: Only coaches/managers/team moms and team members are allowed in the dugouts during regulation play. All players must remain in the dugout unless on the field and must refrain from sitting in the stands during the game.

COACHING: Coaches are only allowed to coach from the dugout or designated coach's box on the field during the game. Coaches are prohibited from coaching from the stands or behind the backstop.

JEWELRY: Players are prohibited from wearing jewelry during games.

FIELD REQUIREMENTS: Each player must play the infield by the according to regular season rules.

MINIMUM PLAYERS: A game may begin and end with a minimum of seven players. In the instance where a team cannot field at least seven players, said team shall forfeit. If you need players due to injury or illness, you may borrow players from the 8U division. And these players must be used only because your roster is short. These add on players must bat last and play the outfield only (infield requirement does not apply).

Players from other 10U teams are ineligible to be fill in players unless otherwise approved and agreed to by the opposing team in advance.

LATE ARRIVALS: Team members arriving after a game has begun shall be placed at the end of the batting order.

EARLY DEPARTURES: The opposing coach shall be notified if it is necessary for a team member to leave the game before it is completed. Said player's spot in the batting order will be skipped from that point on, with no penalty or "out" being assessed. If a batter is skipped and it was not reported, the defensive team may appeal batting out of order.

INJURED PLAYER: There is no penalty or "out" assessed if player is injured and needs to leave the game. If the player is hurt while batting or while on base, a courtesy batter or runner (last out) may take their place.

BATTING ORDER: All team members will be placed in the batting order. The batting order need not be arranged in conjunction with who starts the game defensively.

STEALING BASES: All bases including home plate may be stolen, including multiple bases per pitch. Home plate is open. Players may not lead off or attempt to steal a base until the ball leaves the pitcher's hand. If the runner leaves early, they will be declared "out" by the umpire.

SCOREKEEPER: Each home team must supply an official scorekeeper to record the game in the team scorebook or Gamechanger. Score by inning and pitching records will be kept.

FIELD PREP: Home team is responsible for field prep; which includes dragging the field in which you are playing, watering, and lining for play. Home team occupies 3rd base dugout.